

## XSetArcMode, XSetSubwindowMode, XSetGraphicsExposure – GC convenience routines

**XSetArcMode**(*display*, *gc*, *arc\_mode*)

**Display** \**display*;  
**GC** *gc*;  
**int** *arc\_mode*;

**XSetSubwindowMode**(*display*, *gc*, *subwindow\_mode*)

**Display** \**display*;  
**GC** *gc*;  
**int** *subwindow\_mode*;

**XSetGraphicsExposures**(*display*, *gc*, *graphics\_exposures*)

**Display** \**display*;  
**GC** *gc*;  
**Bool** *graphics\_exposures*;

*arc\_mode* Specifies the arc mode. You can pass **ArcChord** or **ArcPieSlice**.

*display* Specifies the connection to the X server.

*gc* Specifies the GC.

*graphics\_exposures*

Specifies a Boolean value that indicates whether you want **GraphicsExpose** and **NoExpose** events to be reported when calling **XCopyArea** and **XCopyPlane** with this GC.

*subwindow\_mode* Specifies the subwindow mode. You can pass **ClipByChildren** or **IncludeInferiors**.

The **XSetArcMode** function sets the arc mode in the specified GC.

**XSetArcMode** can generate **BadAlloc**, **BadGC**, and **BadValue** errors.

The **XSetSubwindowMode** function sets the subwindow mode in the specified GC.

**XSetSubwindowMode** can generate **BadAlloc**, **BadGC**, and **BadValue** errors.

The **XSetGraphicsExposures** function sets the graphics-exposures flag in the specified GC.

**XSetGraphicsExposures** can generate **BadAlloc**, **BadGC**, and **BadValue** errors.

**BadAlloc** The server failed to allocate the requested resource or server memory. **BadGC** A value for a GContext argument does not name a defined GContext. **BadValue** Some numeric value falls outside the range of values accepted by the request. Unless a specific range is specified for an argument, the full range defined by the argument's type is accepted. Any argument defined as a set of alternatives can generate this error.

**XCopyArea(3X11)**, **XCreateGC(3X11)**, **XQueryBestSize(3X11)**, **XSetClipOrigin(3X11)**,  
**XSetFillStyle(3X11)**, **XSetFont(3X11)**, **XSetLineAttributes(3X11)**, **XSetState(3X11)**, **XSetTile(3X11)**  
*Xlib – C Language X Interface*